

Shop@Anywhere

Episode 2: Online/Offline Integration

Code Name: Yoda

Advanced Planning Meeting

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10/16/00



Feel the "Brick-&-Mortar" Force...
Online retail sales will reach only a
modest 7% of the total retail market
within the next 4 years
(Red Herring/Forrester Research 07/00)

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What's the problem we are trying to solve?

- ⌘ Consumers will spend \$199 billion online in 2005, but they will spend more than 3 times that offline as a direct result of online research (Jupiter 06/00)
- ⌘ Consequently, consumers need the ability to find the best deals for an individual product from online merchants as well as from physical store nearby all-in-one-place
- ⌘ Neither AOL nor our key competitors are addressing this need

"32% of all online buyers look for online first, most convenient off-line physical store location"
- Jupiter

"73% of online browsers indicated that they researched products online and then purchased them at a physical store" - Jupiter

Goals

SHORT-TERM (Shop@Anywhere Bullet – 6 months)

- ⌘ Make shopping easier and more convenient by helping consumers to locate nearby physical stores of “click-&-mortar” Shop@ merchant partners
- ⌘ Highlight local offerings from “click-&-mortar” merchant partners (e.g. physical store presence, local store return/pick-up for online sales)
- ⌘ Earn consumers’ trust, as they release their zipcode/address to us
- ⌘ Generate additional pages views
- ⌘ Drive local ad impressions via Digital City

LONG-TERM

- ⌘ Provide a true multi-channel (both online and offline) merchant comparison environment with store-level product pricing and availability from “click-&-mortar”, “brick-&-mortar” only, and “pure-play e-tailer”

Project Metrics

- ⌘ Deploy store locator feature and highlight local store offering for 100% of “click-&-mortar” Shop@ merchant partners in 100% of Shop@ channels, after 3 months
- ⌘ 15% of store locator users will “store” their zipcode/address for repeat usage, after 3 months
- ⌘ Generate additional 17M pages views in year 1
- ⌘ Drive \$1.3M local ad impressions via Digital City in year 1

Value Proposition

Consumers

- ⌘ Convenience! -- This will make the info needed for my purchase decision readily available (local store listings of merchants)
- ⌘ Quick access to local store content (e.g. nearby restaurants, driving direction) to satisfy my need for entertainment & instant gratification
- ⌘ In the long term, "I have a feeling that [AOL Shopping] is limiting my choices" "Let me know that I could buy a book at BN.com but I could also buy it from Harry's Tiny Bookstore on the corner" (Murmurs)
- ⌘ Bottom Line = AOL provides us with the best comparison shopping for online merchants and local stores — HIGH

Value Proposition

“Click-&-Mortar” Shop@ Merchant Partners (30% in headcount)

- ⌘ **Drive sales and foot traffic to local stores**
- ⌘ **Make the most impact in differentiating vs. pure-play e-tailers. Proximity (touch product, need ASAP, easy return, want ASAP) is the key edge of local merchants (Red Herring/Jupiter 07/00)**
- ⌘ **Effectively build trust for my online unit. Offline presence is the #1 factor in developing online merchant trust (Jupiter 8/99)**
- ⌘ **Multi-channel customers spend avg of 20-30% more than single channel customers (Jupiter 06/00)**
- ⌘ **Bottom Line = AOL helps us to leverage our physical assets to attract profitable customers to shop at our online and/or offline retail channels — HIGH**

The Store Locator

Proximity Search for local stores of “click-&-mortar” merchant partners in the Shop@ environment, including Merchant Comparison and other possible areas (e.g. A-Z Store Listing)

PLUS

≠ User may store multiple target locations (link to UMP?)

¥ Local store
return/pick-up
policy for online
sales

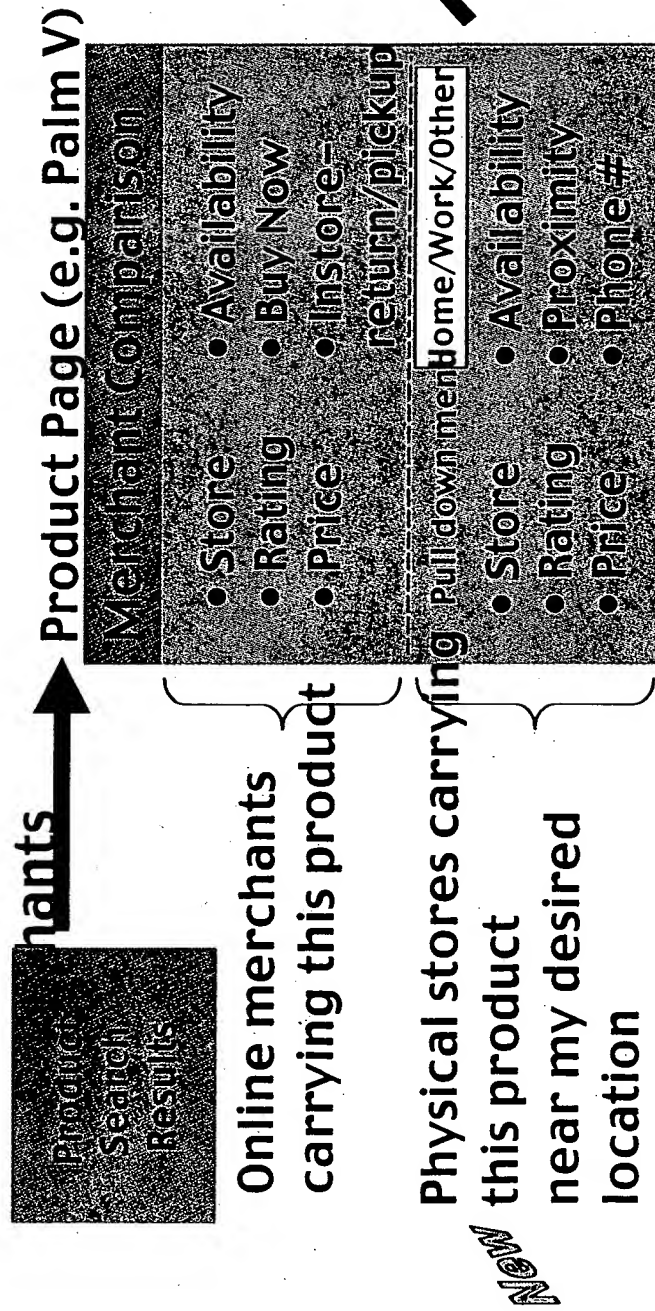
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Product Page: Merchant Comparison

(This mock-up is created solely to illustrate the idea. It's not the final ^{page})

The Long Term Vision (outside the scope of this bullet)

- ⌘ Provide a true multi-channel (both online and offline) merchant comparison environment with the latest store-level product pricing and availability info from “click-&-mortar”, “brick-&-mortar” only, and “pure-play e-tailer”



Cost and Benefit

Revenue & Traffic Impact

Generate \$1.3M in yr 1 & \$1.8M in yr 2 via local ad impressions

Generate additional \$1.7M page views in yr 1 & \$2.4M in yr 2

Open up more revenue opportunities via this localized platform

Did I mention Y! MSN and Amazon don't have it?

Retention

Consumers: HIGH

Click-&-Mortar Merchants: HIGH

Pure-play e-tailers: -ve

2-month Development Cycle (Est.)

Engineering 3.5 pm

Engineering - Digital City 1.5 pm

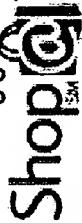
UI Designer 0.5 pm

QA 1 pm

Product Manager 1 pm

Ongoing CPE 0.25 person

Key Dependencies / Risks

- ⌘ **Depends on Digital City** to provide the proximity search and the localized content – *Mitigation: Set the right expectation with DCI on performance requirements, server load, their flexibility and responsiveness in updating store level content upon Shop@ merchant partner's request*
- ⌘ **Privacy concern** on allowing user to store zipcode/address – *Mitigation: The initial check with Kent Walker (legal) was positive. Will confirm with Kent once features are finalized*
- ⌘ **Negative reaction from “pure-play” e-tailer partners** – *Mitigation: Ask Account Management team for feedback*
- ⌘ **Different product assortment at Web channel vs. Physical**  store channel for a merchant – *Mitigation: create*

Open Issues

- ⌘ Can/should we deliver the “stored” user zipcode / address to UMP? – Need to check with Personalization Divlet
- ⌘ In addition to “Merchant Comparison” area (stand-alone and under Product Page), where else can “Store Locator” appear? (e.g. A-Z Store Listing, Dept Pages) – Initial feedback is possible for A-Z Store Listing, but no room for Dept Pages. Need to finalize with Kathleen May.
- ⌘ Do we need permission from merchant partner to deploy “Store Locator”? – Need to check with Acct Mgmt

What's Next?

- ⌘ **Core team assignment – this week**
- ⌘ **Further investigate open issues and risks**
- ⌘ **Project Kick-off Review & PRD – week of 10/30/00**

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